EPYX
COMPUTER SOFTWARE

INSTRUCTION MANUAL
FOR THE COMMODORE 64™

STARFIRE AND FIRE ONE

INTRODUCTION

STARFIRE.

You are entering the zone where Exidy space freighters were last sighted. Intergalactic Intelligence has discovered that these ships are transporting new weapons ... weapons designed to annihilate planet Earth. It's up to you to destroy these ships before they reach their destination.

Your mission will not be easy. The freighters are protected by squadrons of tactical fighters. You have proven to be the most courageous and skillful flyer on your Starbase. Your Starcraft – one of the fastest spaceships in the galaxy – is armed with powerful laser guns and a Computerized Aiming System.

Now, check your radar. Ready your laser guns. The enemy is coming into view.

FIRE ONE.

The horizon is filled with enemy battleships, destroyers, PT boats and more, all steaming toward your home port. Your fleet is the only thing that stands between them and their final destination. This isn't just any fleet you're facing, it's their biggest, commanded by their most experienced Admiral.

You have the ships and fire power to match them boat for boat, and you're commanding the fastest submarine on or under the seven seas. However, it's going to take more than fire power to win this battle, your battle plan better be right on target.

This could be the biggest battle of the Pacific Campaign, for the loser it will be the last!

GETTING READY TO PLAY

Disk

1. Remove all cartridges from computer; all disks from drives.
2. Plug joystick into port #1.
3. Turn computer and disk drive on.
4. Insert disk into drive with label facing up, slotted section pointed back.
5. Type LOAD " * ", 8 and press the RETURN key. When "READY" appears on the screen, type RUN and press the RETURN key.
6. When menu appears press the F1 key to play STARFIRE™, or press the F3 key to play FIRE ONE™.
7. To select a starting skill level for STARFIRE™, press any key 1-9 (1 is easiest), then press F1 to start the game.
8. To select a skill level for FIRE ONE™, press the F5 key. Ensign (easy), Admiral (hard).
9. To select playing time for FIRE ONE™, press the F3 key one time for each play period (approximately 4 minutes each). To start play, press the F1 key.
10. To pause either game at any time, press the P key, to continue play press any other key.
11. To play FIRE ONE™ again, select skill level and time, then press the F1 key to start. To play STARFIRE™ again, select skill level (1-9), then press F1 to start game. To return to menu, press the F7 key.

Cassette

1. Remove all cartridges from computer.
2. Place cassette in recorder with label for the game you wish to play facing up: make sure tape is rewound.
3. Type LOAD and press the RETURN key. Then press the PLAY button on the recorder. When "READY" appears on the screen, type RUN and press the RETURN key.
4. To select a starting level for STARFIRE™, press any key 1-9 (1 is the easiest), then press F1 to start the game.
5. To select a skill level for FIRE ONE™, press the F5 key. Ensign (easy) Admiral (hard).
6. To select playing time for FIRE ONE™, press the F3 key one time for each play period (approximately 4 minutes each). To start play press the F1 key.
7. To play FIRE ONE™ again, select skill level and time, then press the F1 key to start. To play STARFIRE™ again, select skill level (1-9), then press F1 to start game.
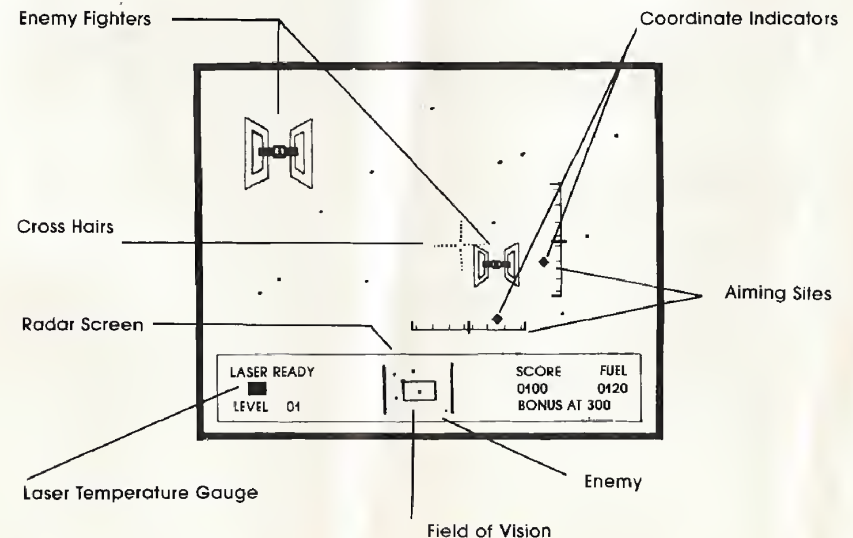
STARFIRE™

OBJECTIVE

Your objective is to prevent the Exidy freighters from reaching their destination. But before you can destroy them and their deadly cargo, you will have to out fly and out shoot the fighter pilots. Fire your lasers! If you reach the bonus score and win additional flying time, you automatically advance one level. Try to reach level 16 where the enemy fighters are faster and more deadly.

CONTROLS

Use your joystick to maneuver your Starcraft. Push your joystick forward and your Starcraft will dive. Pull back and you'll start climbing through space. Move your joystick right, and your ship's course will change to the right. Move left, and your ship will swing left.

Press the fire button when you want to shoot your lasers. You have two laser guns mounted on each wing of your Starcraft. When you fire, four laser beams will converge on the target.

PLAYING THE GAME

Now that you've entered enemy territory, scan your Radar Screen. The white box in the center will show the enemy's position within your Field of Vision. Outside the box, you'll see the long range view of enemy spaceships.

When an enemy ship comes into view, maneuver your ship into position. To help you zero in on your target, a Computerized Aiming System will appear on your screen. Markers will indicate the coordinates of the spaceship. When you're right on target, the computer system will "lock you in". Fire immediately and you'll be assured a hit!

After rapid firing, your lasers may become overheated – you could lose all firing power! Your laser banks may also overheat if your Starcraft is repeatedly hit by enemy fire or meteors. Watch out! During the seconds needed for your laser banks to cool, you have only your reflexes to depend on. Dodge enemy fire until your laser power returns.

SCORING

Points are awarded each time you hit an enemy spaceship. The blue spaceships, manned by Rookie Pilots, are worth 10 points. The green spaceships, flown by Senior Pilots, are 20 points. Enemy Commanders are flying the red spaceships – shoot them down and be awarded 40 points. If you blast an Exidy freighter of any color, you destroy the cargo . . . and score 50 points.

Bonus Fuel: A bonus number is displayed on your control panel. Reach this number, and your fuel tank will be replenished – giving you extra flying time. With each refueling, you advance to the next level of play.

HELPFUL HINTS

• Watch your radar screen to avoid "surprise attacks".

• Keep an eye on your Laser Temperature Gauge. It will warn you when your laser banks are OVERHEATED.

• Don't wait for the enemy to come to you, climb, dive or weave until they come into view . . . then fire!
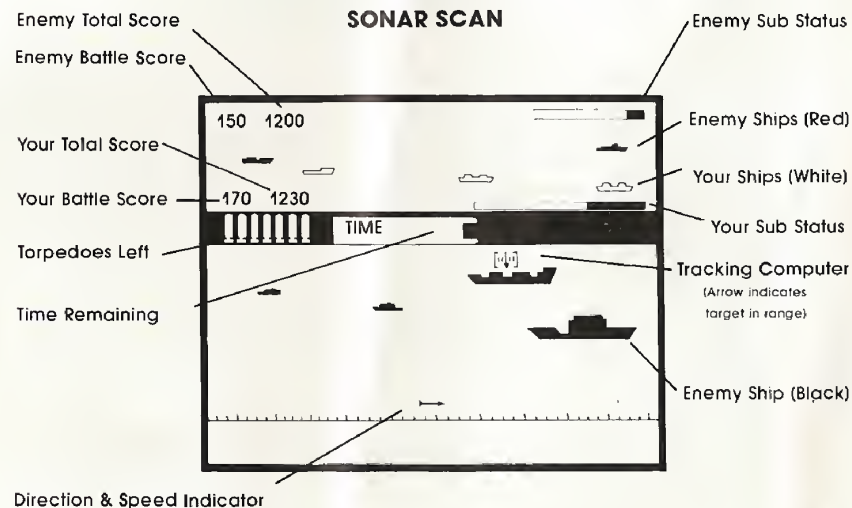
FIRE ONE™

OBJECTIVE

Your mission is to destory the enemy fleet and protect your home port. Fire your torpedoes and score points by hitting or sinking an enemy ship. Chalk up additional points every time you win a battle, but remember, it takes more than winning one battle to win a war.

Now, it is ZERO HOUR. Secure the hatch and prepare to dive. The enemy vessels are approaching.

CONTROLS

Use your joystick to control both the direction and speed of your submarine. To position your submarine under an enemy ship to the right of you, push your joystick to the right. To bring your sub to the surface, push your joystick forward. To submerge, pull back on your joystick.

Press your fire button to launch torpedoes. When aiming, be sure to consider your speed and direction.

SONAR SCAN

Enemy Total Score — 150 1200
Enemy Battle Score
Your Total Score — 170 1230
Your Battle Score
Torpedoes Left — TIME
Time Remaining
Direction & Speed Indicator

Enemy Sub Status
Enemy Ships (Red)
Your Ships (White)
Your Sub Status
Tracking Computer (Arrow indicates target in range)
Enemy Ship (Black)

PERISCOPE VIEW

PLAYING THE GAME

Both fleets consist of 16 vessels and a submarine.

Sonar Scan: At the top of your screen, you will see the sonar scan. The sonar scan gives you a long range view of the enemy fleet. On sonar, the enemy ships are red, and your fleet is white.

In the top right corner of the sonar scan, you will see "Enemy Sub Status". Each time you hit the enemy sub, a bar graph will register the damage. When the bar becomes completely red, it means the sub has been sunk... you win the battle! In the lower right corner, you will find "Your Sub Status". This damage indicator warns you when your sub is close to being sunk.

Below the sonar scan, you will see the torpedo tubes. Your sub is equipped with eight powerful torpedoes. Each time you launch a torpedo, a tube will empty. If you fire them all, there will be a short reloading time.

Periscope View: The lower part of your screen is your periscope view. Your periscope view has less range than the sonar scan but enemy ships can be seen more clearly. The enemy ships are black .
You can see through your periscope only when you're on the surface. Once you submerge, you lose surface view and this portion of your screen blacks out.

At the bottom of your screen, you will see an arrow that indicates the speed and direction of your submarine. The arrow points in the direction you are moving, and grows longer as you increase your speed.

Surface Play: When you are on the surface, enemy ships appear larger and are easier to hit. In addition, when you are above the water, your Tracking Computer is in operation. You will see an arrow above the enemy ship, indicating that you are in firing range. Fire immediately to hit or sink that ship!

Surface warfare can be dangerous, the enemy sub can see you and will attack!

Submerged Play: Remember, in submerged play, the periscope view is not operational and you must rely on your sonar scan. Sonar lets you locate the enemy without being seen. Sneak under an enemy vessel and launch a surprise attack!

On sonar, you can view all enemy ships, but they appear quite small. To see the enemy at closer range, go to the surface. Then it's up periscope and torpedoes away! If the enemy returns fire, submerge again and disappear from view.

SCORING

You're awarded points for hitting and sinking enemy ships. Depending on the ship, you receive from 1 to 30 points for each hit. Hit an oil tanker and score 4 points... hit the enemy sub and get 30 points!

The number of hits needed to sink a ship will vary depending upon its size. However, one DEAD CENTER hit on any ship will sink it immediately.

If you sink all 16 enemy ships, or the enemy sub, you win a battle. You receive 20 points for winning the battle plus 10 times the total number of ships sunk by both you and the enemy. (If you've sunk 16 ships and the enemy has sunk 4, that's: 20 ships X 10 + 20 points = 220 points in all). The computer will keep track of your battle scores. At the end of each battle your score is added to your point total. The fleet with the most points is the winner when time runs out.

PERISCOPE VIEW	SCORING		
	ship	sink	per hit
	Sub	250	30
	Carrier	100	10
	Hydrofoil	150	15
	Battleship	50	5
	Destroyer	30	3
	Cruiser	30	3
	PT Boat	50	5
	Oil Tanker	40	4
	Freighter	10	1

HELPFUL HINTS

- When aiming at an enemy ship, remember to compensate for your sub's speed and direction.

- Fire more than one torpedo at a time.

- When your sub is damaged by enemy fire, it loses speed. Your tracking computer may also be knocked out. Dive underwater where you can't be seen... or hit!

- Keep an eye on the time clock. It will tell you how much time is left for you to battle the enemy and defend your port.

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